



**Texas A&M University – Corpus Christi**  
**Department of Recreational Sports**  
**INTRAMURAL SPORTS**  
**Outdoor Soccer Rules**



**Team Captains and Player Eligibility**

1. Game clock will start at scheduled game time.
2. A maximum grace period of 10 minutes will be granted to teams waiting on players. Every minute (up to ten) that a team does not have the minimum number of players to start, the opposing team will be granted one point.
3. The game will result in a forfeit if a team cannot meet the minimum player requirement after the 10-minute grace period.
4. A team will be assessed a forfeit fee of \$10 if they forfeit a game. Teams will not be allowed to play until the fee is paid.
5. A team with two “no call, no show” forfeits will be dropped from the league.
6. Team captains are responsible for informing their teammates of all Intramural Sports policies and procedures.
7. Only team captains or designated players may address an official regarding rule interpretations or to obtain essential information.
8. Team captains are responsible for their team and fans behavior before, during, and after the game. Fan penalties will be awarded to the captain.
9. Team captains are responsible for any equipment given to them, such as team jerseys and team balls. **Team captains will be charged for missing or damaged items.**
10. Team rosters are frozen after the last game of the regular season.
11. **NO ID NO PLAY!** All participants must present their Sandollar ID to the Intramural Supervisor on duty in order to be eligible for play.
12. Presenting a false ID will result in a suspension of all participants involved. The offending team will lose their right to win the coin toss and be awarded an unsportsmanlike conduct. Usage of illegal or ineligible players will result in an automatic forfeit of that game.
13. **UNDER NO CIRCUMSTANCE IS ALOCHOL ALLOWED ON IM FIELDS.** UPD will be called if any fan or participant is in possession or under the influence of alcohol.
14. Smoking is not allowed inside the perimeter of Momentum Fields. Smoking includes, but is not limited to cigarettes, e-cigs, vape machines, illegal substances, etc.

**Equipment**

1. Teams may wear their own jerseys. All jerseys must be of the same color and have numbers. Jerseys will be provided for each team if necessary. A shirt must be worn underneath the Intramural Sports jerseys (tank tops are allowed to be worn underneath the Intramural Sports jerseys).
2. Shoes must be appropriate, athletic shoes. No boots, open toed shoes, or crocs will be allowed.

3. The use of headgear, jewelry, shoulder pads, body pads or any unyielding or dangerous equipment is prohibited. Players may wear a knit or stocking cap and use soft, pliable gloves if they desire. No baseball style caps or bandannas may be worn at any time.
4. Tape or bandage on the hand, wrist, forearm, or any other part of the body is prohibited except to protect an injury. Under no circumstances will a player wearing a cast or splint be allowed to play. Braces with exposed metal parts must be covered.
5. Belt loops, pockets, exposed drawstrings, or untucked hoods on sweat shirts are illegal.

### **Captain's Meeting and Game Time**

1. **Captain's Meeting:** The game officials will explain the rules of the game as well as intramural policies.
2. **Coin Toss:** The visiting team will call the coin toss. The winner will then get the option to choose which way they wish to defend or if they would like the ball first.
3. **Timing:** The game will be two, 20-minute halves with a running clock and a 3-minute half time. A game shall be considered finished and the current score will be the final score if a game is postponed after the start of the second half.
4. **Starting the Game:** The game will begin with a kickoff by the offense. Before every kickoff, all players must be on their respective half of the field; also, all defenders must be outside the center circle. The ball may then be played in any direction. Once the ball is kicked, the kicker may not play the ball until it is touched by another player.

### **Number of Players & Substitutions**

1. **Number of players:** Each team is allowed to play with seven players on the field, including the goalie. A team is allowed to play with five players and must begin at game time if five are present. A team will not be allowed to continue play if they drop below the minimum number of players required unless caused by injury.
2. **Substitutions:** Teams are allowed unlimited substitutions. Teams may only sub during a throw-in by the same team, before a goal kick, after a goal is scored, during halftime, or for a player who has received a yellow card.

### **How to play**

1. **Ball in and out of play:** The ball is considered out of play when it completely crosses a goal line or touch line (on the ground or in the air). The ball is considered still in play after striking the goal post, cross bar, corner flag, or official if it ricochets back in play without crossing the goal line or touch line.
2. **Throw-In:** A throw-in is taken in order to put the ball back into play after it has passed completely over the touch line either on the ground or in the air. The throw-in shall be taken by the opposing team of the player who touched the ball last before it went over the touch-line. The throw-in shall be taken within a yard of where the ball crossed the touch-line. The thrower, at the moment of delivering the ball, must have both feet on the ground, on or behind the touch line, and throw the ball with two hands directly overhead. A goal may not be scored directly from a throw-in. The thrower shall not play the ball a second time before it has been touched by another player. If the ball fails to enter the field

of play before it touches the ground, the ball is awarded to the opponent at the spot of the infraction.

3. **Goal Kick:** A goal kick is taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched/played by a member of the attacking team. The ball can be placed anywhere within the goal area, but once the ball has been placed it may not be moved. The ball must leave the penalty box before it can be played again by any player. If the ball is played a second time before it leaves the penalty box, the kick will be retaken. A goal can be scored directly from a goal kick.
4. **Corner Kick:** A corner kick is taken by a member of the attacking team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched/played by a member of the defending team. The ball will be placed within the quarter circle at the nearest corner to the spot where the ball went out of play. Defenders must be at least 10 yards away from the corner arc, not the ball. A goal can be scored directly from a corner kick.
5. **Scoring:** The ball must completely cross the goal line between the goal posts. A goal may be scored directly from a kick-off, corner kick, goal kick, or direct kick. A goal may NOT be scored directly from an indirect kick or throw-in.
6. **Offside:** There are no offsides.
7. **Slide Tackles:** Slide tackling is not allowed and will result in an automatic yellow card and a direct kick or penalty kick.

### **Free Kicks (Direct and Indirect)**

1. Free kicks shall be classified as direct or indirect.
2. All free kicks are taken from the spot of the foul.
3. The defense must be at least 8 yards from the ball if requested by the offense.
4. Any penalty warranting a direct kick in the goalie box will result in a penalty kick. Non-contact penalties warranting an indirect kick in the goalie box will be taken from the spot.
5. **Direct Free Kicks:** A free kick in which a goal can be scored directly from the kick against the offending team. Direct free kicks can be awarded for (but are not limited to) the following:
  - a. Dangerous/Violent play.
  - b. Intentionally handling the ball by players other than the goalkeeper.
  - c. Pushing an opponent with hands or arms extended from the body.
  - d. Holding or placing hands on an opponent in an attempt to reach the ball.
8. **Indirect Free Kicks:** A free kick in which a goal cannot be scored directly from the kick. The ball must be touched by a player other than the kicker before passing through the goal. If the ball is not first touched by another player before passing through the goal, a goal kick will be awarded to the opposing team. Indirect free kicks can be awarded for (but are not limited to) the following:
  - a. Charging the goalie or not allowing the goalie to move when in possession of the ball.
  - b. Interfering with an opponent's movement that is not in possession of the ball.
  - c. Unsportsmanlike conduct.

- d. The goal keeper taking more than six seconds to release the ball.

### **Yellow and Red Cards**

1. A player or bench personnel shall be given a yellow card for:
  - a. Entering or leaving the field of play without permission of a game official
  - b. Persistent infringement of any of the rules of the game
  - c. Objecting by word of mouth or action to any decision given by an official
  - d. Excessive use of vulgar or profane language
  - e. Unsportsmanlike conduct, including, but not limited to:
    - i. Unnecessary delay (kicking, throwing the ball away before restarts)
    - ii. Deliberate verbal tactics
    - iii. Deliberate handball to stop an attack
    - iv. Deliberate tactical foul
2. A player, fan, or bench personnel shall be disqualified for:
  - a. Taunting
  - b. Excessive celebration
  - c. Exhibiting violent conduct.
  - d. Committing serious/dangerous foul play.
  - e. Spitting at another person.
  - f. Using insulting, offensive, or abusive language.
  - g. Receiving a second yellow card in the same game.
3. A player who receives a yellow card must sit-out two full possessions before reentering the game. Another player will be allowed to sub in during the two possessions.
4. Any player who receives a red card is automatically disqualified from the game. This player's team is now required to play one man down.
5. Any team that receives two red cards in one game will automatically forfeit the remainder of the game.

**\*\*Any player that is disqualified from a game must schedule a meeting with the Competitive Sports Coordinator before they are eligible to play another game \*\***

### **Overtime**

1. During the regular season, if the score is tied at the end of regulation, the game will remain tied and no overtime will be played.
2. During the playoffs, a five minute golden goal overtime period will be played. A coin flip will designate possession and side to defend.
3. If the score is still tied after the overtime period, the team may select 7 players to shoot penalty kicks. The goalkeeper may be included in the seven.
4. A coin flip will decide who gets to kick first or last.
5. The first three kickers from each team will take penalty shots. If the score remains tied the remaining kickers will take SUDDEN DEATH penalty shots in alternating order.
6. The shooting order must remain the same throughout the penalty kicks.
7. The goalkeeper on the field at the end of regulation must remain in goal for all penalty kicks unless he/she becomes injured.
8. Only players who have participated in the game will be eligible to kick in the tiebreak procedure.

9. If the score remains tied after 7 kicks, the teams will continue the kicking order following the SUDDEN DEATH procedure until a winner is declared.

### **Co-Rec Rule Modifications**

1. Teams of 7 must be made up of some combination containing:
  - a. 4 women and 3 men
  - b. 4 men and 3 women
2. Teams of 6 must be made up of:
  - a. 3 women and 3 men
3. The goalkeeper may be of either gender. If a penalty kick is awarded, the goalkeeper who was in the goal at the time of the infraction must remain in the goal for the penalty kick.
4. All goals will count as one point.
5. A player of either sex may take a penalty kick regardless of who was fouled.
6. Participants may only substitute for a player of the same gender; male for male, female for female.
7. If overtime occurs and penalty kicks are needed, teams may choose to start with either a male or female kicker. The kicking order must alternate sexes.

### **Playoff Eligibility**

1. Teams will only be eligible for post-season play if they earn an average sportsmanship rating of 3 or higher
2. Teams that win via forfeit will receive a 5 rating.
3. Teams that lose via a forfeit will receive a 2 rating.
4. Teams that lose via default will receive a 3 rating.
5. Please contact the Competitive Sports Coordinator with any questions regarding sportsmanship ratings.

### **Protest**

1. A participant may protest the misinterpretation or application of rules as well as player eligibility. Players are not allowed to protest official's judgement calls. Please refer to the participant handbook for protest procedures

### **Weather Cancellations**

1. Team captains will be notified by either phone, e-mail, social media accounts or IM Leagues of game cancellations On-site supervisors will be responsible for game time weather/field condition related decisions.